

# Binary Black Hole Simulations

20 June 2006

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# Numerical Relativity

Astonishing progress in the last year

- Pretorius has **stable** black hole orbits
- UTB and NASA bring **stable** codes to the community
  - ▷ “Moving Punctures”
  - ▷ Small modifications of evolution [UTB] or gauge equations [NASA]
  - ▷ Simple implementation
- Code crashes are (pretty much) history
  - ▷ I still have occasional crashes, but they are rare
  - ▷ Frequently there is an easy workaround,  
i.e. a little more dissipation, moving the outer boundary further out, ...

# Unequal-Mass Simulations

Study different mass ratios  $q = M_1/M_2$  (comparable masses)

- Look for effects in waveforms
- Study recoil velocities from full numerical simulations

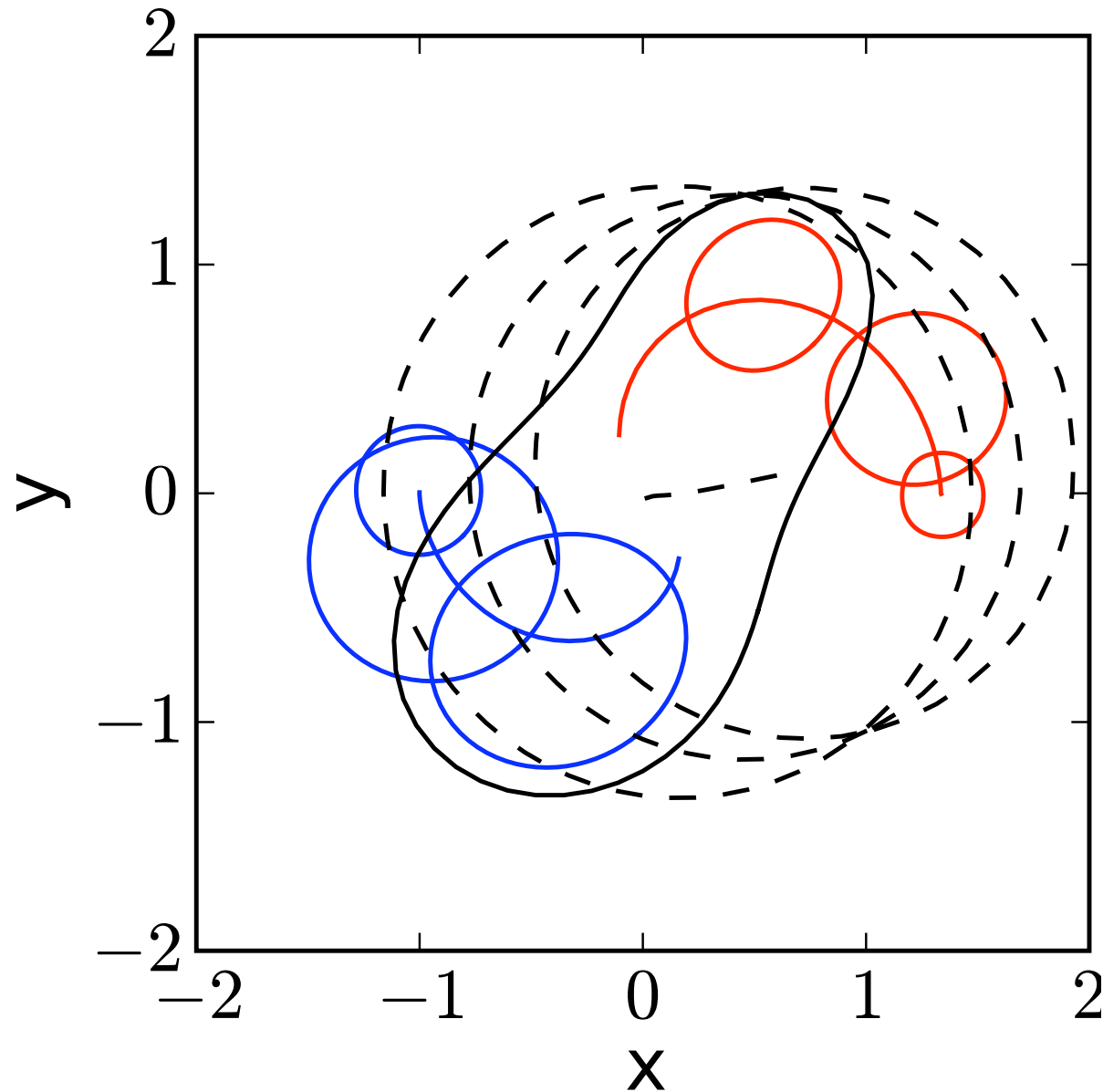
**Initial data:** Increase one of the bare mass parameters for QC-0

- Numerical convenience rather than astrophysical realism
- Of course more stuff changes than just the mass ratio ...

Time to common apparent horizon

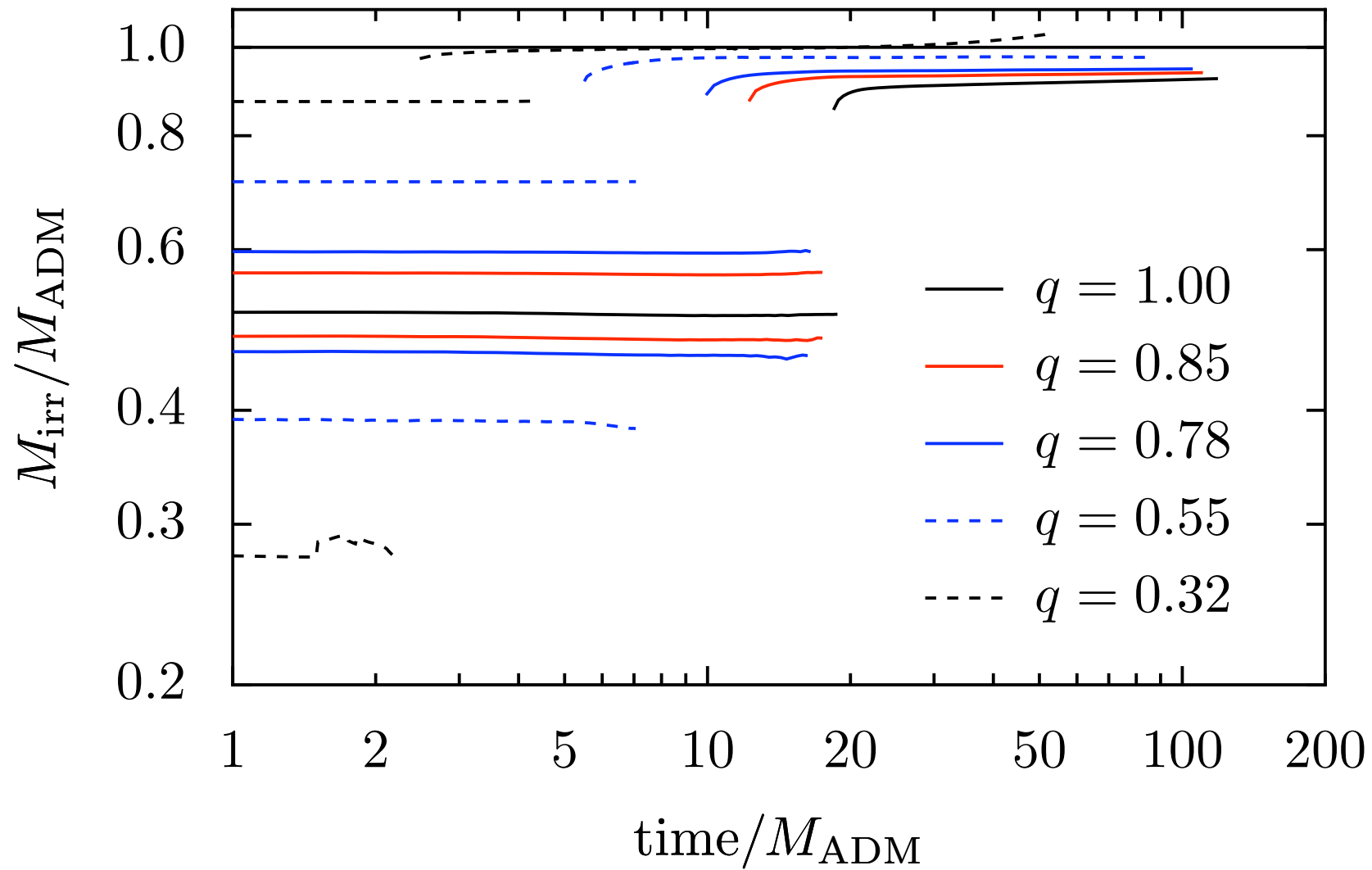
$q \equiv M_1/M_2$	$t_{\text{AH}}/M_{\text{ADM}}$
1.00	18.4
0.85	12.2
0.78	9.9
0.55	5.5
0.32	1.5

# Apparent Horizon Snapshots [q=0.78]



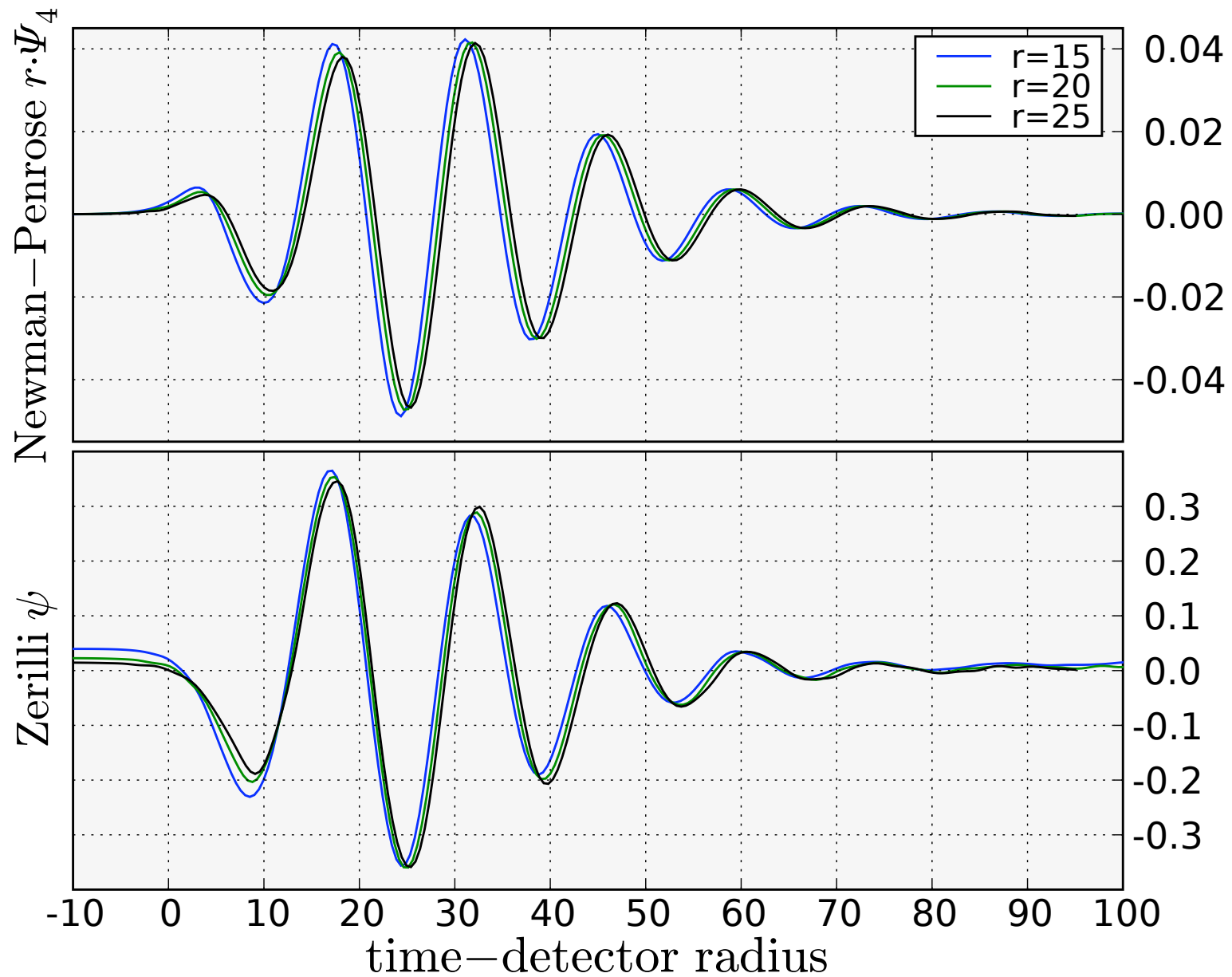
$$t = \{0, 4.6, 9.9, 40, 80, 105\} M_{\text{ADM}}$$

# Irreducible Mass of the AH



$q$  : mass ratio

# Waves: Zerilli $\psi$ & Newman-Penrose $\Psi_4$ [q=0.85]



$\Psi_4$  provided by Ian Hinder and Tanja Bode

# Getting the Numbers out of Zerilli

Extract radiation using Zerilli  $\psi_{\ell m} \rightarrow h_{ij} \rightarrow$  estimate radiated  $E, J, V$

$$\frac{dE}{dt} = \frac{1}{16\pi} \sum_{\ell m} \frac{(\ell+2)!}{(\ell-2)!} \left[ \left| \frac{d\psi_{\ell m}^+}{dt} \right|^2 + |\psi_{\ell m}^\times|^2 \right]$$

$$\frac{dJ}{dt} = \frac{1}{16\pi} \sum_{\ell m} \imath m \frac{(\ell+2)!}{(\ell-2)!} \left[ \frac{d\psi_{\ell m}^+}{dt} (\psi_{\ell m}^+)^* + \psi_{\ell m}^\times \int_{-\infty}^t (\psi_{\ell m}^\times)^* dt' \right]$$

$$h_+ - \imath h_\times = \frac{1}{r} \sum_{\ell, m} \sqrt{\frac{(\ell+2)!}{(\ell-2)!}} \left[ \psi_{\ell m}^+ - \imath \int_{-\infty}^t \psi_{\ell m}^\times dt' \right] {}_{-2}Y^{\ell m}(\theta, \phi) + \mathcal{O} \left[ \frac{1}{r^2} \right]$$

$$\frac{dP^k}{dt} = \frac{r^2}{16\pi} \int_S \left[ \left( \frac{dh_+}{dt} \right)^2 + \left( \frac{dh_\times}{dt} \right)^2 \right] n^k d\Omega$$

# Results from radiation extraction

$q$	$\Delta E / M_{\text{ADM}} [\%]$	$\Delta J / J_{\text{ID}} [\%]$	$V \text{ (km/s)}$
1.00	$2.7 \pm 0.4$	$15 \pm 3$	$1 \pm 1$
0.85	$1.7 \pm 0.1$	$10 \pm 0.4$	$49 \pm 11$
0.78	$1.1 \pm 0.4$	$7.4 \pm 0.4$	$69 \pm 19$
0.55	$0.4 \pm 0.1$	$2.6 \pm 0.3$	$82 \pm 27$
0.32	0.05	0.4	25

Error in radiated energy and radiated angular momentum not phase dependent

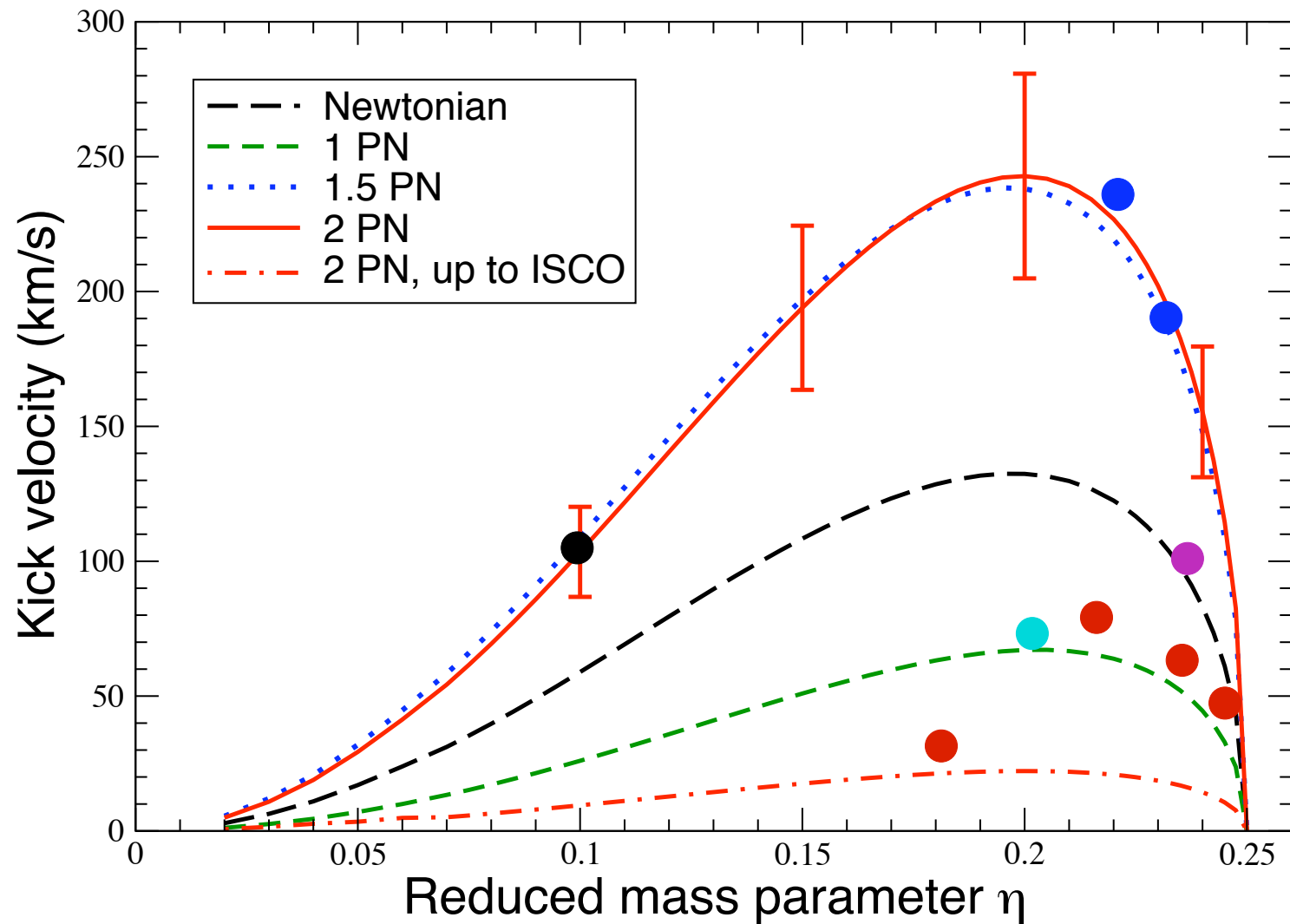
- $\Delta E$ ,  $\Delta J$  depend only on independent  $\psi_{\ell m}$  modes
- Peaks dominate and in particular  $\psi_{22}$  dominates

Kick velocity is much more tricky

- Overlap between modes is crucial
- Fully exposed to **relative phase error** between  $\psi_{\ell m}$  modes
- Waveforms were truncated to  $T = [7, 70]M$  for recoil velocity



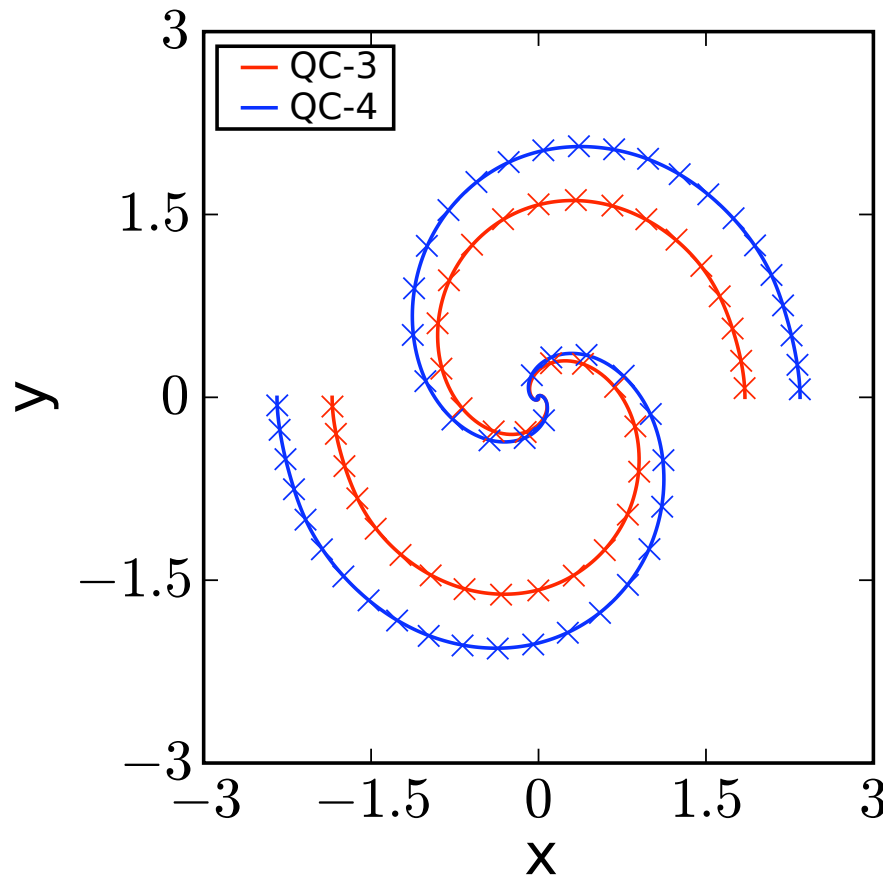
# Different recoil estimates



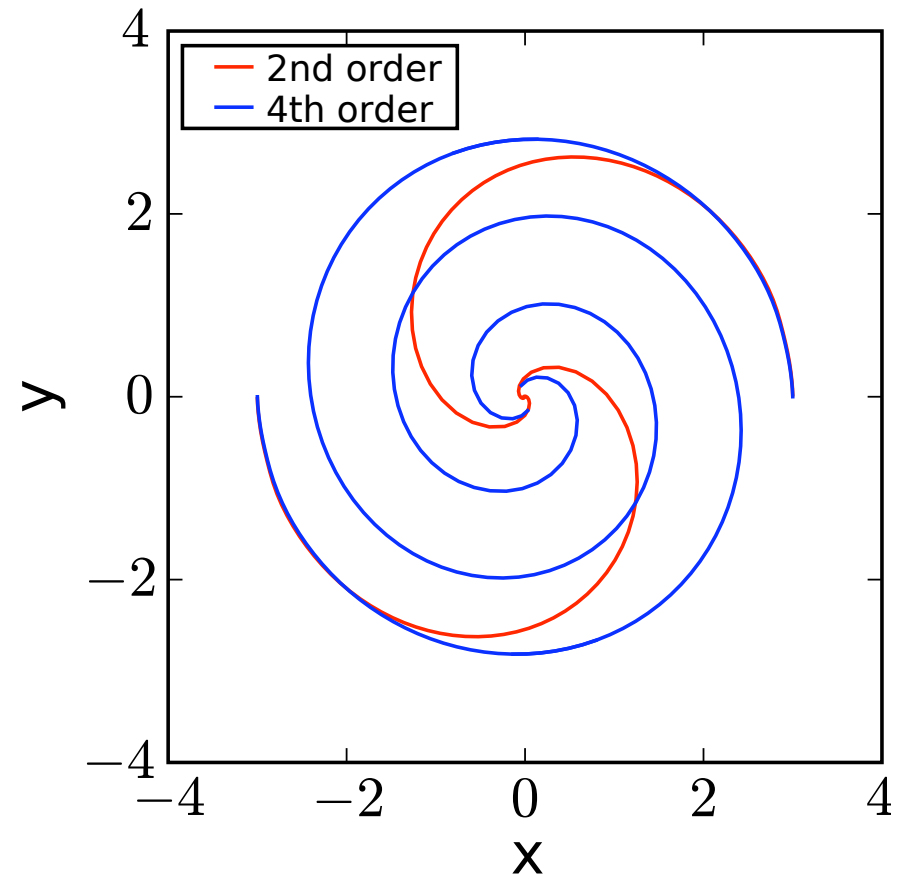
$$\eta = m_1 m_2 / (m_1 + m_2)^2$$

Blanchet, Qusailah, Will 2005

# Getting to Further Separations



- Comparison of AH center and puncture location via  $\partial_t x_p^i = -\beta^i(x_p)$



- different finite difference orders for advection terms ( $\beta^i \partial_i$ ) only

# Outlook & Conclusions

Current BH evolution recipe:

Move the holes, don't bother with excision

Many groups now have working codes

- Independent checks of results
- Comparison of different codes

Lots of stuff will be studied in the next 1-2 years

- Thorough study of unequal-mass systems and spin
- Recoil velocity in particular is sensitive quantity
- More numerical experience is needed

I still see crashes, but much less fine-tuning needed

**END**

This is the End.

# Appendix

Appendix starts here.

# PSU Implementation

Basically follow NASA prescription [gr-qc/0511103]

- Easier to implement than UTB
- Gauge modification for standard  $\Gamma$ -Driver
- New advection term  $\beta^i \partial_i \tilde{\Gamma}^i$  (removes “puncture memory effect”)  
$$\partial_t \beta^i = \frac{3}{4} \alpha B^i, \text{ with } \partial_t B^i = \partial_t \tilde{\Gamma}^i - \beta^j \partial_j \tilde{\Gamma}^i - \eta B^i$$
- Use “1+log”  $\alpha$ -evolution, i.e.  $\partial_t \alpha = -2\alpha K$ 
  - ▷ (i.e. no  $\beta^i \partial_i \alpha$  term) unlike NASA and UTB

## Initial Gauge

- Initial shift ( $\beta^i = 0, B^i = 0$ )
- Initial Lapse
  - ▷ pre-collapsed  $\alpha = \psi^{-2}$
  - ▷ Like UTB
  - ▷ No Instabilities if initially  $\alpha = 1$ , but the gauge pulse is smaller
  - ▷ Less dynamics as the gauge settles down in first few M

# Unequal-Mass Simulations

## Motivation:

- Supermassive Black Holes [LISA]
  - ▷ Kicks and Structure formation
- Stellar-Mass Black Holes: Structure in waveform? [LIGO]
  - ▷ Detection of GW signal more difficult
  - ▷ Parameter Estimation might be easier